USCMS Engineer Status Report for October 2004

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1 Work Performed This Month

- Prepared following CMS Projects releases: - IGNOMINY: IGNOMINY_2_3_0, IGNOMINY_2_3_1

- IGUANA: IGUANA_5_3_2_pre2, IGUANA_5_3_2_pre2, IGUANA_5_3_3_pre1, IGUANA_6_0_0_pre1

- Geometry: Geometry_1_11_1

- OSCAR: OSCAR_3_6_0, OSCAR_4_0_0_pre3

- IGUANACMS: IGUANACMS_1_11_0_pre1, IGUANACMS_1_11_0_pre2

- Spend some time on porting IGUANA and IGNOMINY to adopt the new SCRAM V1. And finally now there is first pre-release (IGUANA_6_0_0_pre1) of IGUANA based on SCRAM V1 is out. IGUANA_6_0_0 will be based on new SCRAM. Currently we are releasing IGUANA/IGUANACMS/IGNOMINY based on old scram.

- Ported IGUANA configuration for SLC3 and released first pre-release (IGUANA_5_3_3_pre1) of IGUANA for SLC3 too.

- Due to TGS Inventor License, we want to move our development based on Coin3D. So starting from IGUANA_5_3_3 (IGUANA_5_3_3_pre1 already out) our main development branch will be Coin3d.

- I have build Coin3D 2.3.0, SoQt 1.2.0 + SoQt 1.2.0 patched and QuteXMLRPC (for both RH 73 gcc323 and SLC3 plateforms).

- a lot of bug fixes and new improvements for IGUANA. e.g. - Orthogonal/Perspective Icon now change its state properly depending on the camera in the scene graph - New Categories has scroll view area, so bug categories

are easy to browse. - break down the Common property category into 5 sub-categories - Re-arrange the packages within IGUANA to make the NCCD (Normalize Cumulative Component Dependency) in control. It was 2.7 and after some re-arrangement is comes to 2.4 now (which is still large) - New feild controls for Vec4f, Vec2f, String, multi string, multi bool, rotation are added, so now node manipulator can manipulate more field. - Vector control field is now very generic and can be used to control vector of any size. Using this new vector control i have added new controls for vec3f, vec2f, vec4f, rotation etc. - building of obsolete user-guide for IGUANA is fixed now. User guide is moved to IGUANACMS - Fixed the Open Inventor Viewer to have all the controls which were available for 3D browsers. So now all the categories e.g. nod emanipulator, clip planes, slicers etc are also available for IV Viewer. - mouse event handler for 2D view is now fixed and now one can zoom in/out, dragging and all the things which one can do with mouse for 3D, can also do for 2D. - Initial size of the browsers are now big. And now by default the browser is created as maximized. - Added new write actions for clip planes and slicers to be able to save them in IV files. Now one can save and read the clip planes. slicers, view points in an iv file. For more detail on these bug fixes please visit the http://savannah.cern.ch/projects/iguana

2 Status of Deliverables

- First pre-releases of IGUANA (IGUANA_6_0_0_pre1) and IGNOMINY (IGNOMINY_3_0_0_pre1) are out using the new SCRAM V1.

- Added more controls for the node manipulator e.g. controls for SoSFVec2f, SoSFVec4f, SoSFRotation, SoMFBool, SoSFString, SoMFString

3 Plans For Next Month

- As now there are releases/pre-releases available based on SCRAM V1, so now i want to fix the IGNOMINY tools to work on those. As those tools are totally based on SCRAM, so the old tools will not work properly for new SCRAM. So i want to spend some time to fix those tools.

- Want to release IGUANA for SLC3 and Coin3D (IGUANA_5_3_3)

- Will add some tools to make ignominy work for non-scram projects.